

ZiMAG™ GAME INSTRUCTIONS

COLLISION COURSE





To protect the electronic components of your Atari[®] Computer, be sure to switch to off when inserting or removing a diskette, cassette or ROM for the Atari[®] 400/800[™] Personal Computer.

SETTING UP

For Diskette:

- 1. Turn on Monitor or TV*
- 2. Insert Diskette in drive, close drive door and turn drive on*
- 3. Turn on the 400/800 console*
- 4. The game will load automatically*

For Cassette:

- 1. Turn on Monitor or TV*
- 2. Load Cassette in drive and rewind*
- 3. Depress play button or cassette drive*
- 4. Turn on the 400/800 console*
- 5. Type LOAD "C"*
- 6. The game will load*

For ROM Cartridges:

- 1. Insert cartridge in the left slot on the 800 or the center slot of the 400*
- 2. Close door*
- 3. The game will load*

IT'S TIME TO GO HOME

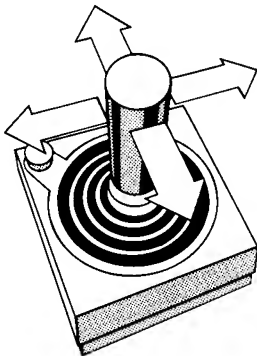
It's you against dangerous mine fields and killer satellites. Your mission—to protect cargo ships loaded with precious gems as you escort them back home from a five year mining trip on the moons of Zeta III. Things will be a lot easier when—if—you get through this perilous section of the galaxy. You'll also have to contend with mysterious time beacons along the way. Can you believe your eyes as time itself seems to speed up and slow down?

PILOTING YOUR CRUISER

Move joystick up or down to position fighter. Push joystick to left to increase speed and to the right to decrease speed to Warp 1. The action button controls your weapons systems.

Your fighter is protected by 900 points of shield power which will decrease with each direct hit on the ship from a mine. Once you're at zero, a direct hit from a mine will destroy you. Your computer will alert you when shields are dangerously low.

Once you reach a space station or planet, shields will be restored to full power.



GAME SELECTION

There are four skill levels, ranging in difficulty from easy (Level I) to almost impossible (Level IV). You may choose from four skill levels.

Mine Types: For each mine hit 30 points are scored.



Regular mine explodes on contact



Regular mine explodes on contact



*Accelerator forces the cargo ships and fighter to accelerate to **Warp 2***



*Decelerator forces the cargo ships and fighter to decelerate to **Warp 1***



Mirus—mine explodes on contact



Smart mine—warheads detach and moves toward fighter—explodes on contact. The body is harmless.

In order to receive bonus points the player must first reach a space station and friendly planet by safely traversing the three minefields of the surrounding Zeta III. The computer will track which field you are in.



Space Station



Planet Teskei



Planet Earth



SCORING

For each mine hit, you get 30 points. To receive bonus points, you have to reach a space station or friendly planet by successfully traversing the three mine fields of the surrounding Zeta III. The computer will track which field you're in.

After you've reached a planet or space station with at least one cargo ship intact, you get 3000 bonus points and two hearty handshakes for getting there before the time counter has reached zero.

You'll also get between 4000 and 8000 points for every cargo ship after the first one which arrives safely. (You get higher cargo ship bonuses for higher skill levels.)

Finally, every time you arrive on earth, you'll get an additional bonus of 2000 points plus one replacement cargo ship if any were destroyed.

The high score will be shown for the game session.

GETTING BACK IN ONE PIECE

The computer will warn you when the shields have decreased below 150 points of power. Try to destroy more dangerous mines, such as smartmines and mirus mines first. To temporarily stop the game, push 'P' for pause. To resume action, push any key.

LIMITED WARRANTY: *ZiMAG™ warrants the original consumer purchase of any diskette, cassette or ROM to be free of defects in workmanship for 90 days from date of original retail purchase. Magnetic Tape International will replace any defective product with identical product, provided it has not been damaged through misuse or handling. For replacement send the defective product, along with proof of purchase, to Magnetic Tape International, Gardena, CA 90248.*



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